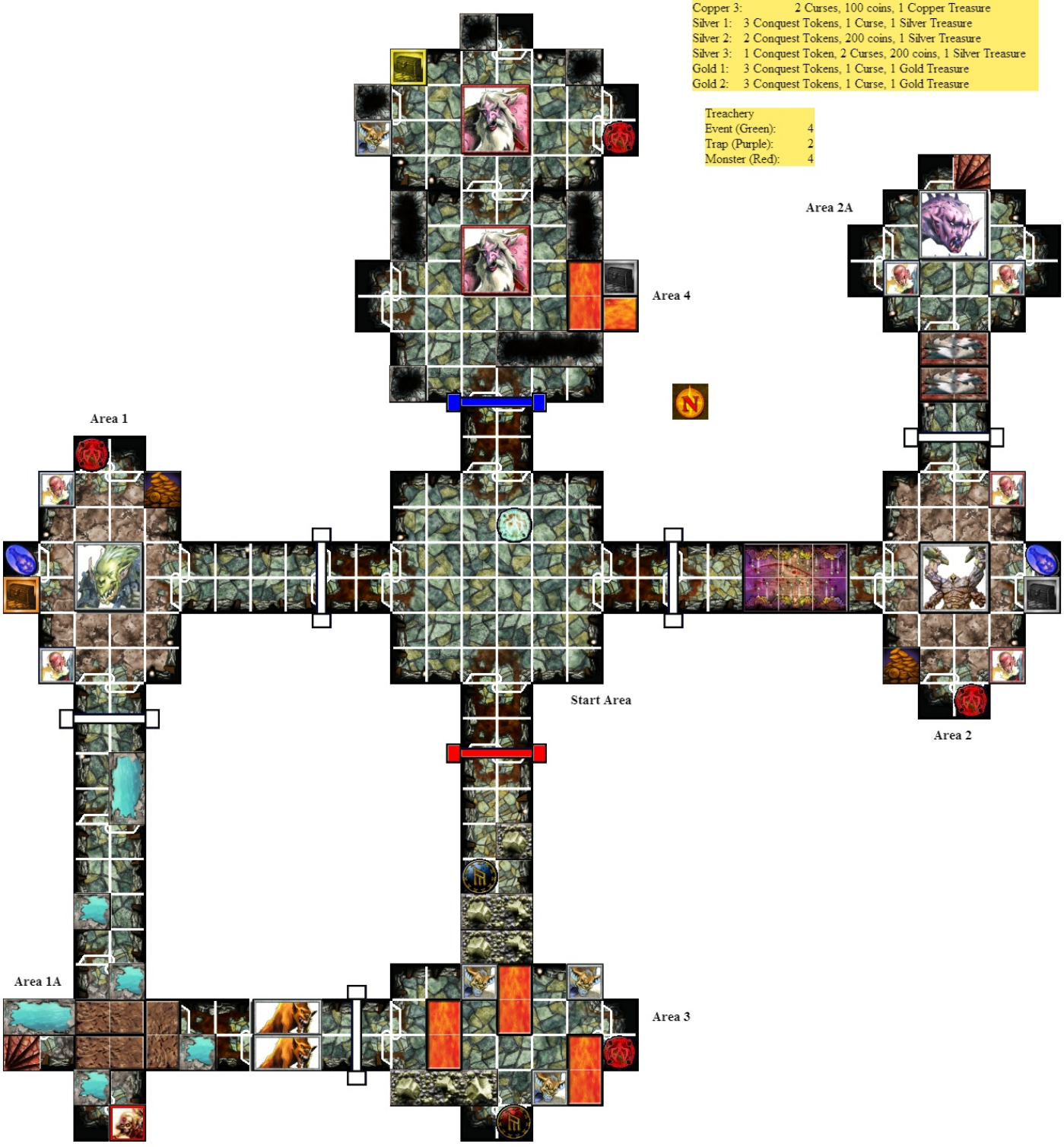
Copper 1:	2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2:	1 Conquest Token, 100 coins, 1 Copper Treasure
Copper 3:	2 Curses, 100 coins, 1 Copper Treasure
Silver 1:	3 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 2:	2 Conquest Tokens, 200 coins, 1 Silver Treasure
Silver 3:	1 Conquest Token, 2 Curses, 200 coins, 1 Silver Treasure
Gold 1:	3 Conquest Tokens, 1 Curse, 1 Gold Treasure
Gold 2:	3 Conquest Tokens, 1 Curse, 1 Gold Treasure

Treachery	
Event (Green):	4
Trap (Purple):	2
Monster (Red):	4



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Brothers Durnog

By Christopher M. Park (Original by FFG)

This quest is an edited version of the official Quest 2 from Descent: Journeys in the Dark. While the FFG-designed original was a basic tutorial for inexperienced players, this version is a much more challenging affair for advanced players. For more quests in this series, visit http://www.christophermpark.com/descent/

Important: This quest requires the Well of Darkness expansion.

Scenario Background

You were spending the loot you'd gotten from Narthak's lair when an out of breath young messenger ran up to you. "Please, great heroes, you must help us. Although you have slain Narthak, his two elder brothers, Munkar and Nakir, have been enraged by your actions and have begun to terrorize the countryside in search of you. The king asks that you slay the Brothers Durnog and promises that you will be well rewarded." His message delivered, the young man gives you a map leading to their lair and departs.

Mission Goals

After journeying to the dungeon shown on the map, you prepare to descend into the depths. Through study of the map you have discovered that there are two paths to your goal: one that is easier, and one that has greater rewards. Which path you choose is up to you. Your goal is to kill Munkar and Nakir the giants while collecting as much treasure as possible. If you can reactivate some of the ancient glyphs of transport in the dungeon, all the better. You start with 5 conquest tokens. If you ever run out of conquest tokens, the Durnog brothers will have triumphed over you.

Start Area

It takes a few moments for you to comprehend what you are seeing--there are heads piled around the walls of this room. Human heads, orc heads, dwarf heads, heads of creatures you've never seen before. Their eyes are open, glazed, and dead.

Area 1

The floor of this dark room is slick with water and slime, and the booming voice of an ogre echoes from its farthest corners, "What fortune, when dinner comes calling of its own accord."

Area 1A

This back passage is muddy and filled with rank water. It slopes sharply down to the southeast, but the water is caught in pools and rivulets along the uneven stones. Fiery eyes glitter in the darkest depths.

These hell hounds are able to use this rough terrain to their advantage. While in this room they each have an extra three armor, the Command ability, and Aura.

If the heroes ascend the staircase:
The staircase winds around and upwards for what seems an eternity.

Area 2

A mighty roar shakes the cavern as soon as the door opens. A golem brandishes shards of rock at you, but he seems curiously unwilling to enter the hall between him and you. The sorcerers waiting with him seem to have no such qualms, however.

The Golem is unable to cross the dart field, but these sorcerers are especially acrobatic and are able to cross any traps without ill effect.

Area 2A

Over the continuous slicing sound of the scythes, you hear a naga grunt into wakefulness.

This Naga is well shielded in its back corner of the cave; it has six extra armor.

Area 3

Finally you have reached the lowest point of the dungeon. A sheer cliff separates the overlook at the north end of the room from the lava-filled depths below, in the south. Shadowy figures are flapping around the high ceiling.

These razorwings have the Ascend and Dive abilities, as well as two extra armor.

ASCEND makes them impervious to melee attacks and the Grapple and Aura abilities, but also makes it so that heroes can freely move through (but not stop on) spaces occupied by the razorwings. Additionally, it takes an extra three range for Ranged or Magic attacks to target these razorings because of this ability.

DIVE allows the razorwings to convert excess movement points into black power dice to be rolled on their attacks. This makes it very deadly to get too close under them.

Area 4

As this door rumbles open, it locks with an audible click. There is no way to shut this door again. Staring into the pit-filled darkness within the room, you see not one but TWO giants lurking. "Munkar the Black and Nakir the Strong are coming for you," says the nearer giant, grinning widely. "

This rune door is now stuck permanently open, and cannot be closed by any means.

The southern giant is Munkar, and the northern giant is Nakir. Both must be killed in order to complete the quest. Each brother has six

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extra armor and five extra wounds, but each only have a speed of 2. The razorwing also has an extra four armor and the Ascend and Dive abilities (see explanation in Area 3).

If the first brother is killed:

> The giant falls to the floor, a look of horror on his stupid face. His brother rears up in rage: "My brother! I will avenge you!"

The heroes gain 4 conquest tokens for killing the first brother. The surviving brotrher's speed increases to 4, his armor bonus increases from six to eight, and he gains five additional wounds.

If the second brother is killed:

> The final Durnog brother collapses to the ground. "Brothers," he mutters, "I have failed you, but I curse the one who slew me. May he live in interesting times."

The heroes gain 4 conquest tokens for killing the second brother permanently. They have finished their quest.

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